

Deep Space Systems Technology Program (X2000) – Future Deliveries and Biomorphic Explorers

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The DSST (Deep Space Systems Technology) Program is a series of projects tasked with system-level development and delivery of the core technologies needed for future deep space science missions. It is intended to move high technology from the lab bench to flight through project implemented system deliveries of leap-ahead hardware and software. The program consists of four major parts:

- projects tasked with system level deliveries (X2000 or 1st Delivery, and Future Deliveries),
- an advanced avionics and computing element being implemented by CISM (the Center for Integrated Space Microsystems), and
- an Advanced Radioisotope Power Source (ARPS) element.
- an integrated Mission Data System (flight and ground software for space science systems).

The first project (1st Delivery) in the program is called X2000. It focuses on providing to the next wave of deep space missions the advanced avionics, flight and ground software (Mission Data System), and other key components they will need. While the technology is impressive, the scope and focus is such that it offers little in technologies common to biomorphic explorers.

Future deliveries, particularly Delivery 2 and Delivery 3, are being scoped at this time. While plans are not yet detailed, some very small sensor systems may be a part of deliveries in the 2003 and later time frame. At the very least, many of the low power, low mass and volume avionics and other technologies may have common development paths with those needed for biomorphic explorers.

The advanced avionics and computing work in DSST (CISM) will certainly contribute to the development of biomorphic explorers. The System on a Chip (SOAC) activity strives to miniaturize and integrate chips of all types (digital, analog, power, RF, MEMs) to arrive at full systems on a single chip. The Revolutionary Computing Technologies element in CISM involves efforts to dramatically improve computing capabilities for space systems. It includes "bio-mimetic systems", which studies biological living things (like fish, mice, etc.) to learn from nature's solutions how to more effectively interact with the environment. In addition, the RCT program is conducting research in "gene regulation." This task strives to model the living organism (like the *C. Elegans* worm), as a computer system, and thus understand the 'bio-machinery' behind cell replication, mutation, functional development, regeneration, survivability, etc. Quantum computing, and evolvable hardware are other examples of technologies that could contribute to the development of biomorphic explorers.

The ARPS element of the program focuses in the near term on the needs of the next wave of outer planets missions. It will produce an AMTEC based (Alkali Metal Thermal to Electric Converter) radioisotope power source of the 150 Watt class. Development of other advanced power sources is planned in the timeframe of Delivery 2 and later (mid next decade). The likely direction for the main focus of this element for future deliveries is smaller power sources in the ~10's of Watts. In addition, some attention may be given to very small (<<1kg, <1W) power sources that may be of use to biomorphic explorers.

There are potentially a number of areas between the Deep Space Systems Technology Program and Biomorphic Explorers that will require similar technology. Miniature avionics, space computing technologies, and radioisotope power sources are all promising areas of DSST focus that may be applicable to these very small systems. The biomorphic community should closely monitor the work in DSST to take full advantage of the technology that it will be developing for other deep space needs.



2000
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Deep Space Systems Technology Program (X2000)

**Program Overview for the
1st NASA/JPL Workshop on Biomorphic Explorers for Future Missions**

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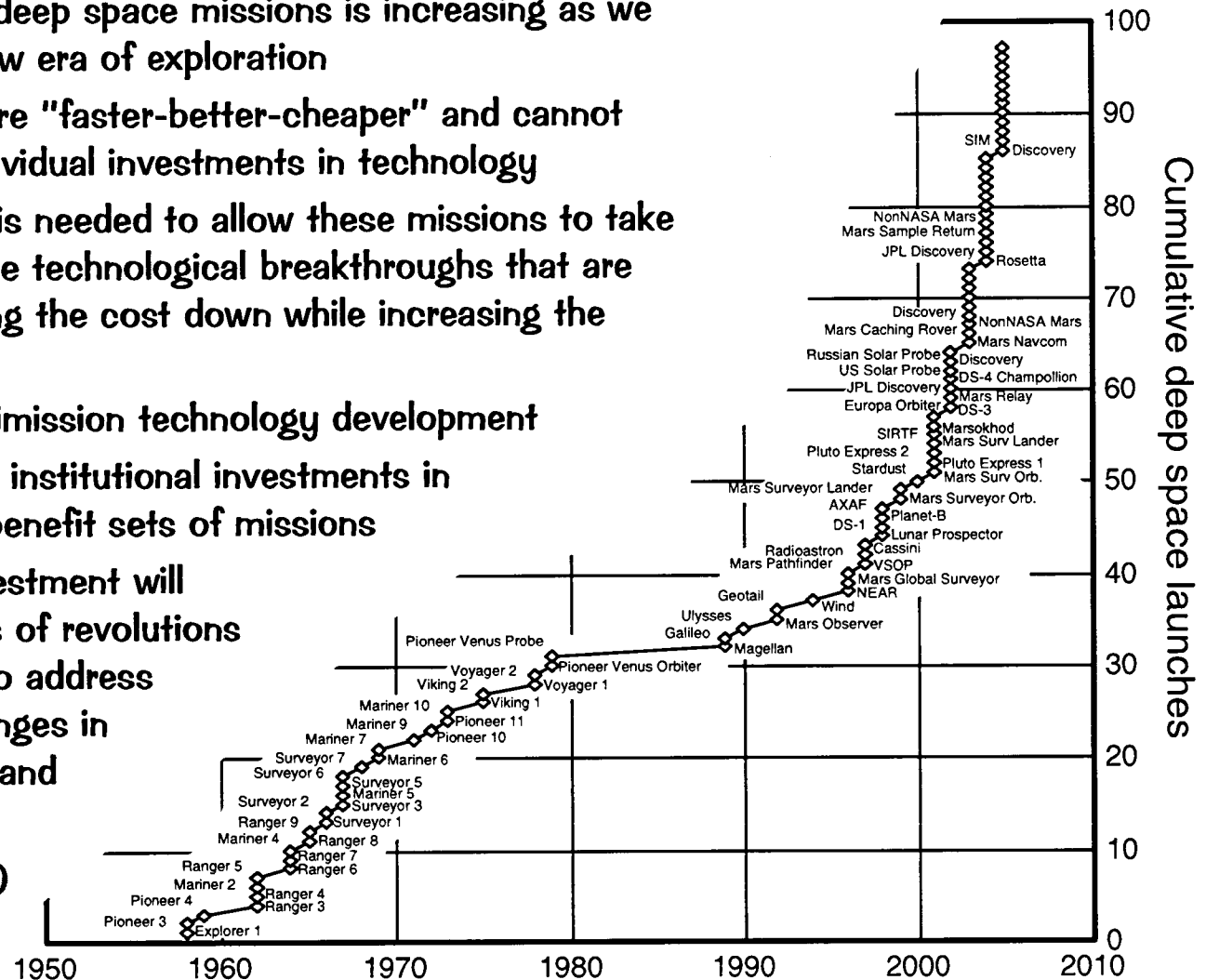
Leon Alkalai - CISM Manager
Elizabeth Kolawa - Systems on a Chip



DSST Program Context

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- The number of deep space missions is increasing as we embark on a new era of exploration
- New missions are "faster-better-cheaper" and cannot afford large individual investments in technology
- A new process is needed to allow these missions to take advantage of the technological breakthroughs that are critical to getting the cost down while increasing the science
- The key is multimission technology development
- NASA will make institutional investments in technology to benefit sets of missions
- Continuous investment will provide a series of revolutions in technology to address common challenges in mission design and execution
- This is X2000

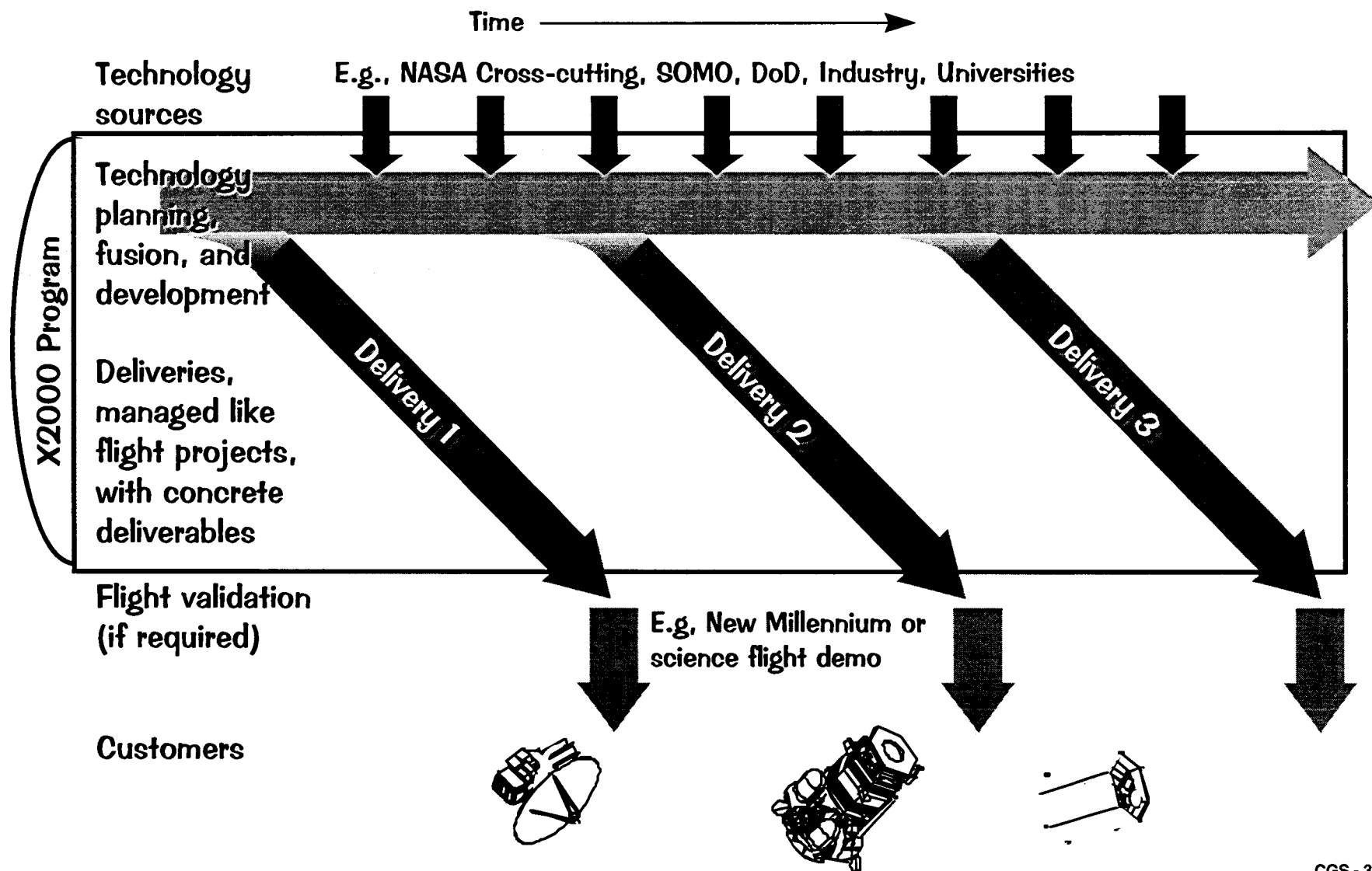




JPL

X2000 Concept

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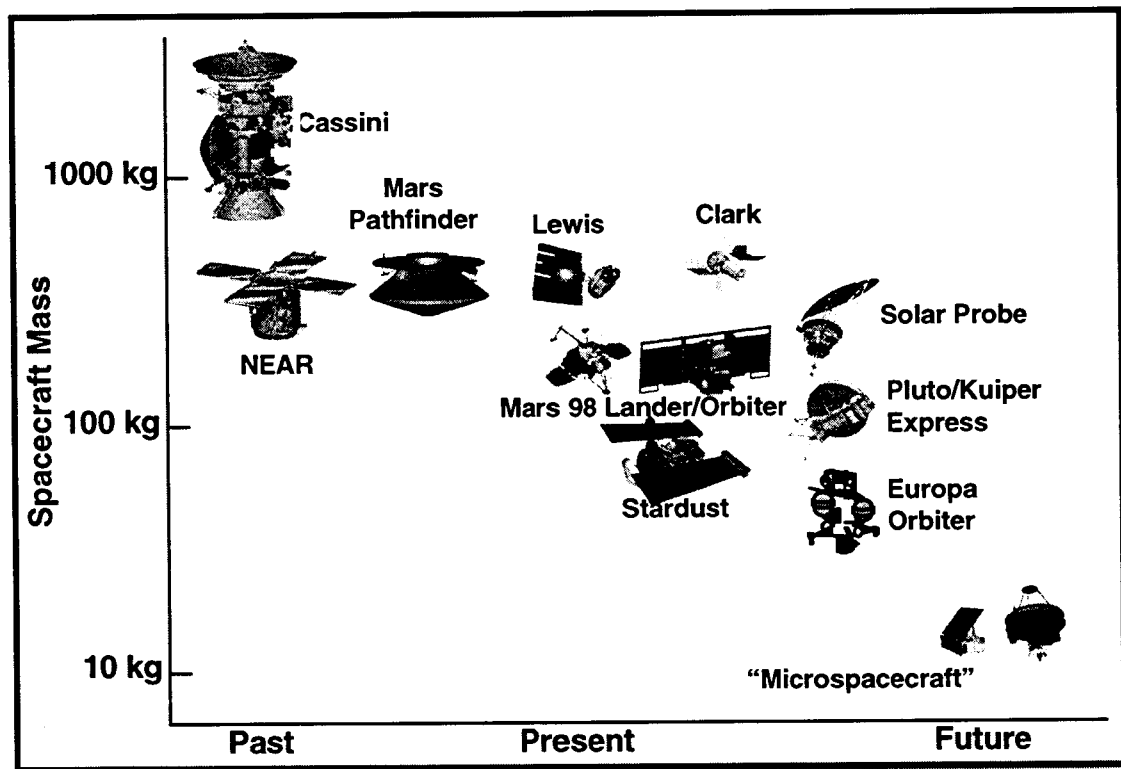
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Major Program Elements

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- Deep Space System Technology (X2000), is comprised of 3 NASA budget Lines:

	FY98	FY99	FY00	FY01 (\$M)
• Advanced Flight Systems (Deliveries & Mission Data System)	23	24	48	48
• Center for Integrated Space Microsystems (CISM)	9	12	16	14
• Advanced Radioisotope Power Source (ARPS)	10	10	10	10
Total	42	46	74	71



X2000's Bottom Line:

Dramatic technology breakthroughs

Enable low-cost missions

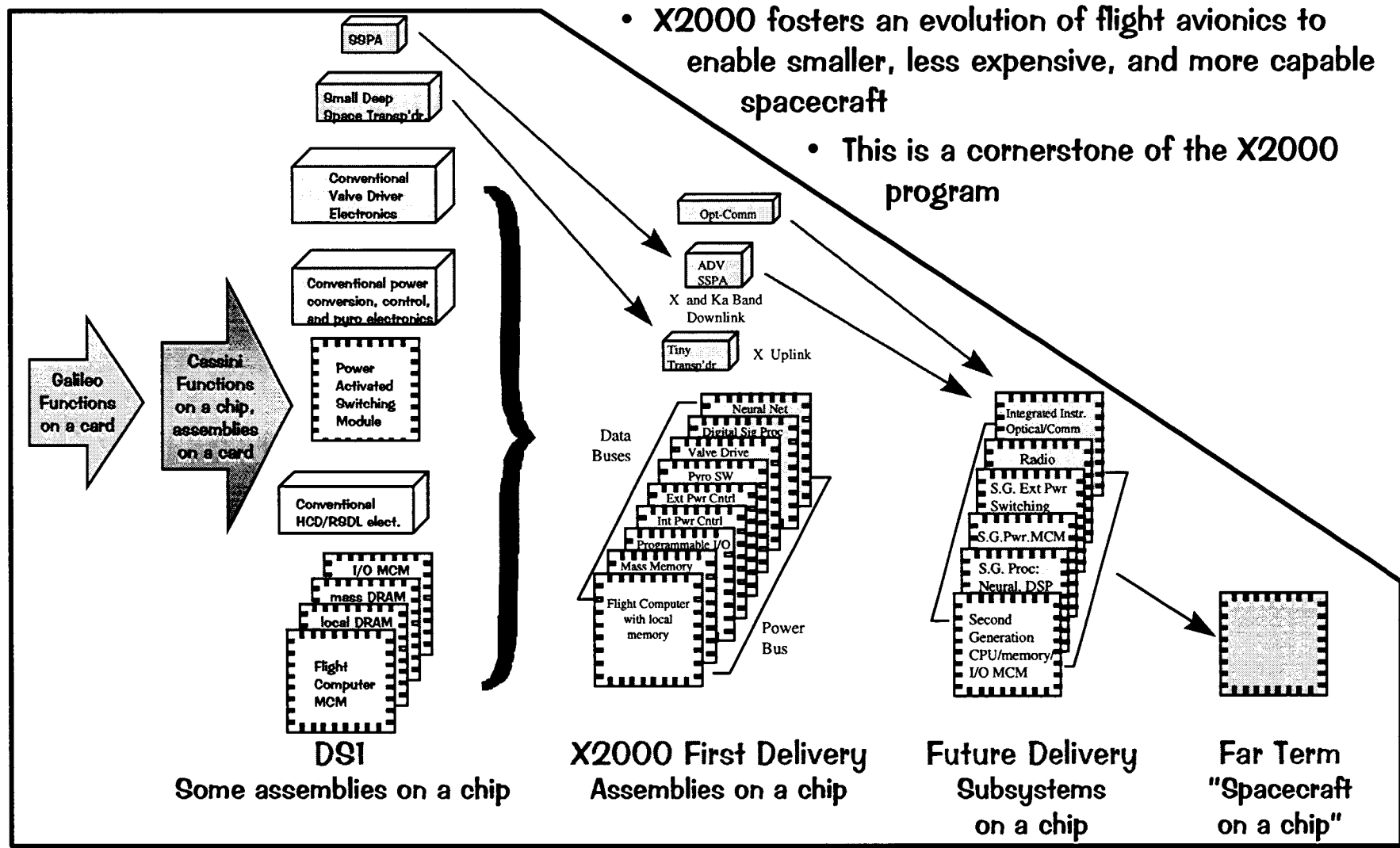
Science-driven architecture

Progressive spacecraft miniaturization



Avionics Miniaturization

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Focus Technology on Future Science Mission Needs

(some illustrative examples)

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Need advanced capabilities
in many diverse systems:
Orbiters, landers, probes,
rovers, aircraft, networks,
sub-surface, submarine,
penetrators, aerobots, ...?

Mars/Venus Aerobot

Benefit to Solar System Exploration
and more: Discovery, Mars, Earth
Science, Space Physics, DoD, ...

Space Physics
Networks

Small Body In-Situ Exploration
and Sample Return

Saturn Ring Observer

Very Large Aperture
Systems

Outer Planet Deep
Multi-Probes

Titan Organic Explorer

Europa Lander



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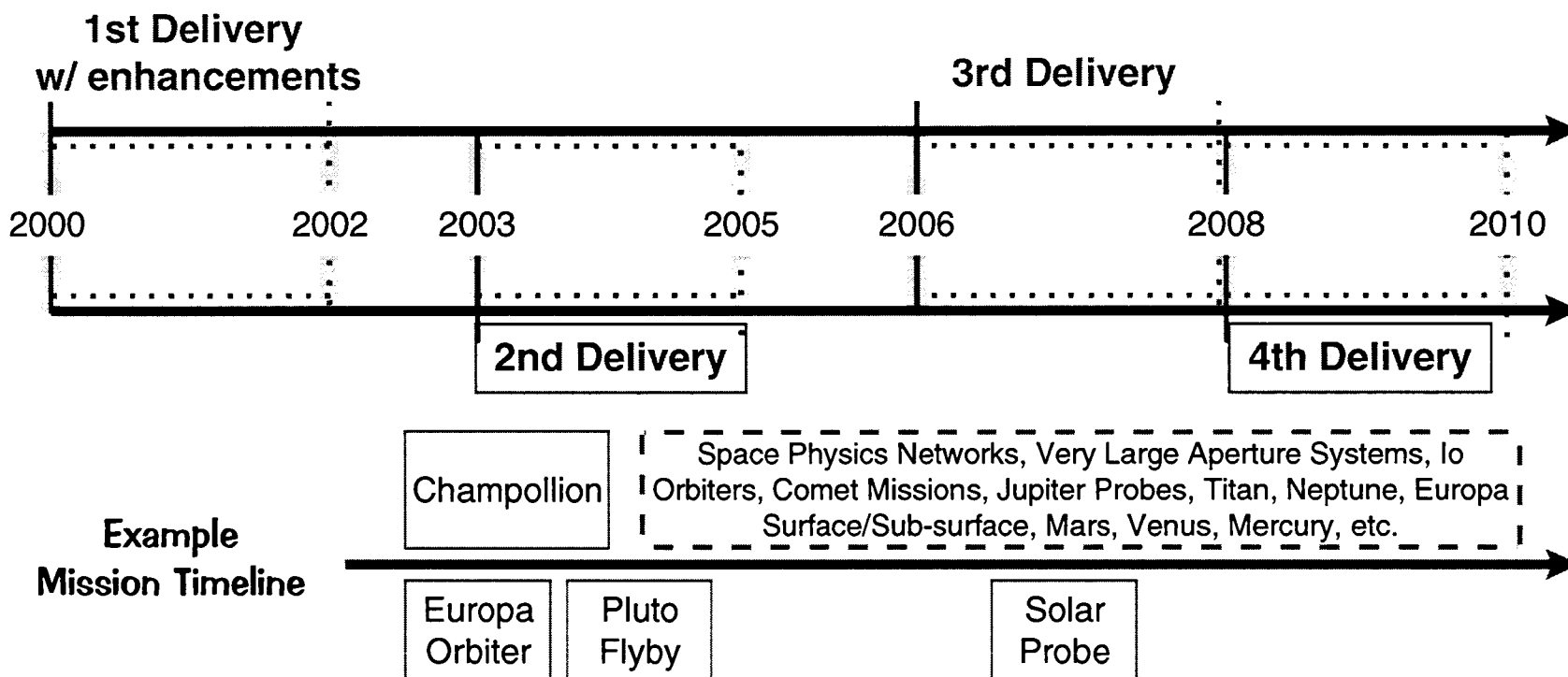
X2000 Future Deliveries Vision

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- On 4-6 year centers, revolutionize the *flagship mission, full spacecraft* capability.
- In between these deliveries, enable *new systems* for new exploration approaches and provide a path for progress towards the next revolution.

a *sharpening* of traditional capabilities (orbiters, flybys, probe carriers, landers, etc.),

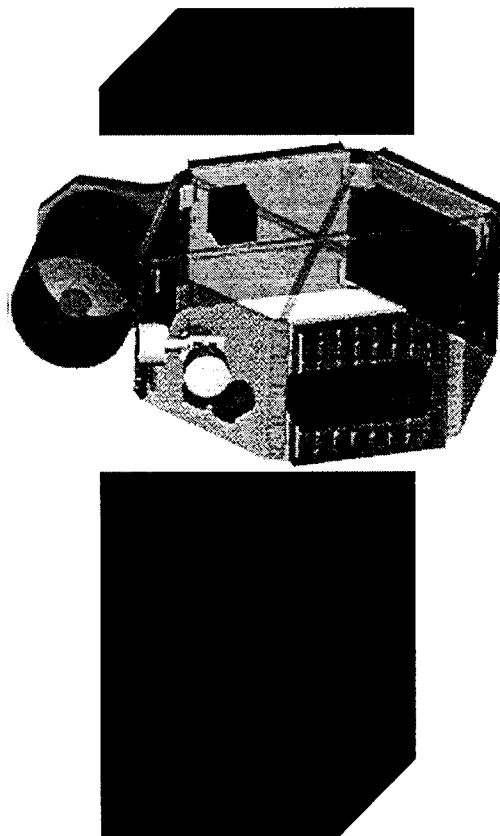
a *broadening* of the exploration toolset (daughter s/c, aerobots, sub-surface systems, etc.)





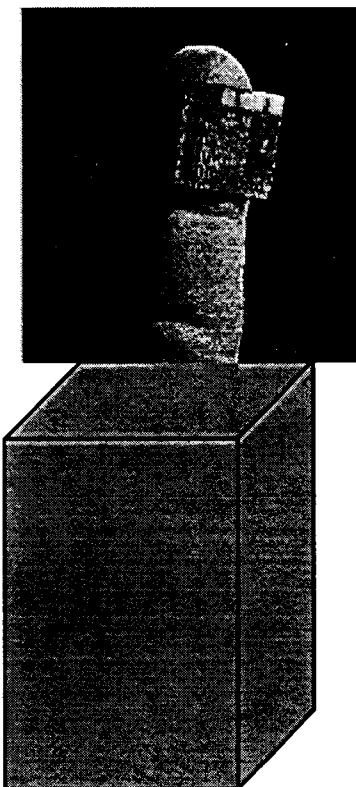
CISM Development Areas

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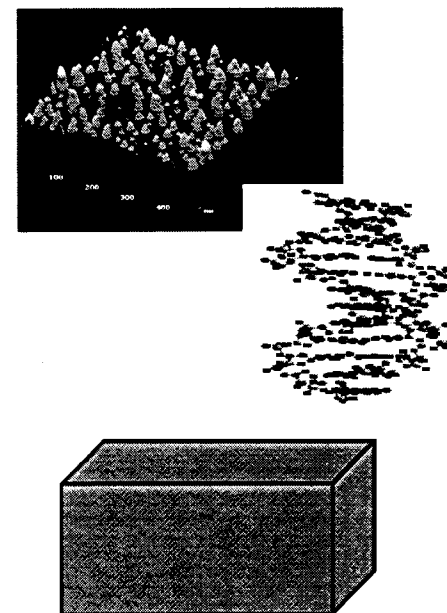
X2000 S/C Electronics

- Power Electronics
- Telecom processing
- 3D MCM standard
- Integrated Architecture



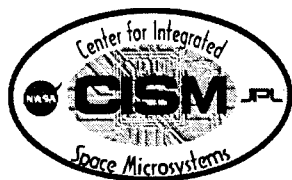
Avionics System on a Chip

- Start design and fabrication of minimum avionics system on a chip.
- Include Telecom, Power Management, CPU, Memory, and Sensors.



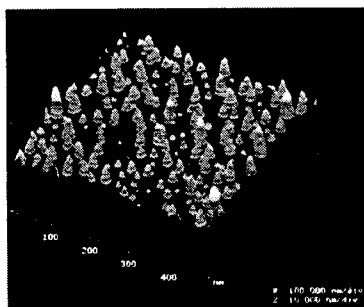
Revolutionary Computing

- Reconfigurable Computing
- DNA Computing
- Quantum Computing
- MEMS-Optics, etc.

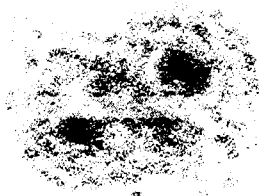


Revolutionary Computing Technologies

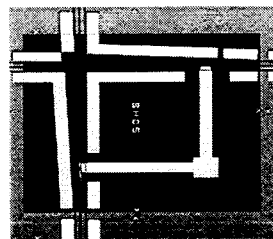
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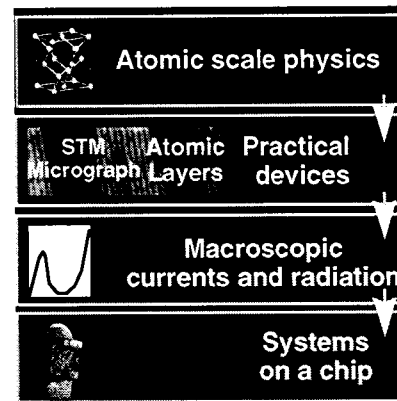
Quantum Dots



Quantum Computing



Optical Computing

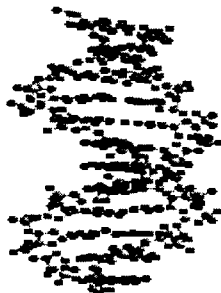


Nano-technology Modeling

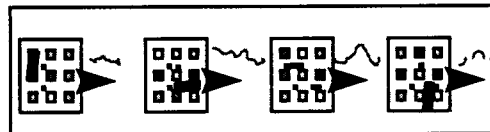
Mission "inspiring"
Breakthrough Revolutionary Computing Technologies & Architectures



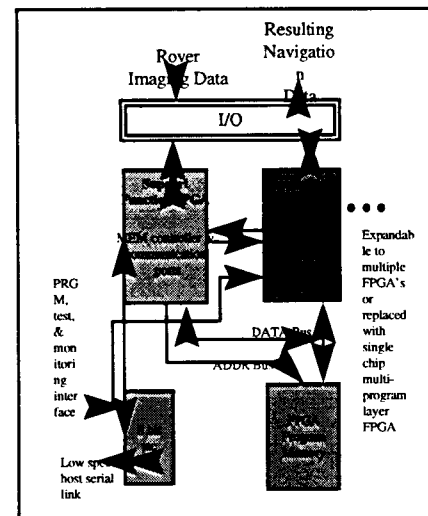
Biological Computing



DNA Computing



Evolvable Hardware



Reconfigurable Computing



Reconfigurable Computing

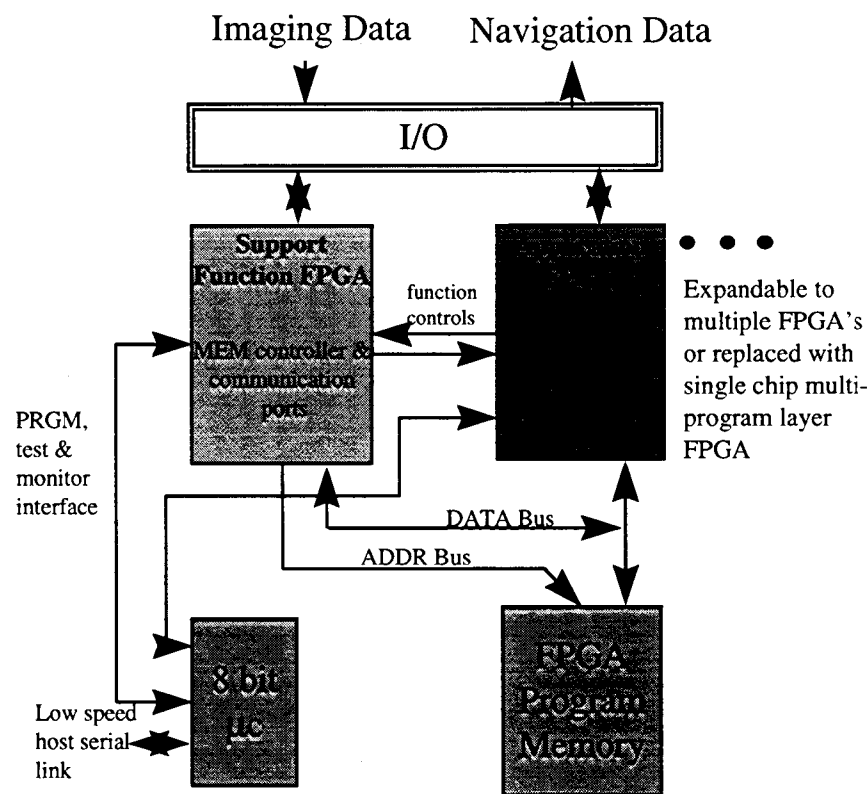
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Objectives:

- Develop a spaceflight-quality reconfigurable computing capability which will allow:
 - Faster, cheaper development cycles
 - In-flight failures to be fixed via reconfiguration, resulting in higher reliability
 - Hardware-based algorithms to be reconfigured in flight in response to changing conditions
 - A common hardware assembly to perform multiple functions

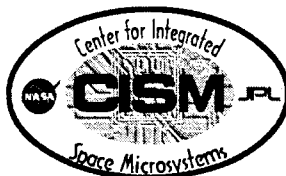
Approach:

- Developing HW & SW environment that will enable use of reconfigurable FPGA
- Demonstrate static reconfigurability on selected X2000 applications
- Demonstrate dynamic reconfigurability on rover navigation based on stereo vision



Applications for Future Space Missions:

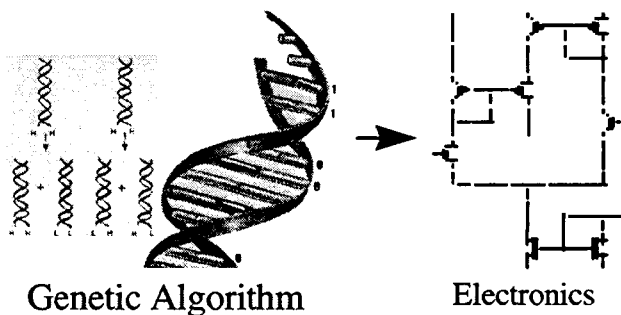
- X2000, In-situ science, multi-spectral imaging, and many other space science applications.



Evolvable Hardware

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Objective: Develop microelectronics chips capable of self-reconfiguration for adaptation to the environment



Payoff: Achieve high autonomy on-board spacecraft

- Maintain functionality under changes in operating conditions
- Provide new functions, not anticipated on ground

Approach:

- Use reconfigurable cells
- Achieve self-organization by reassigning cell function & connections between cells
- Use powerful parallel searches (e.g. genetic algorithms) directly in hardware, to evolve chip architecture





Biomimetic Computing

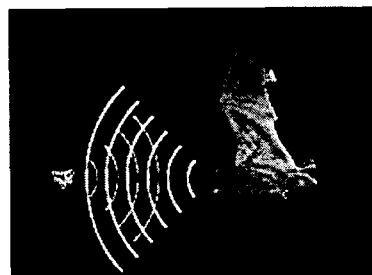
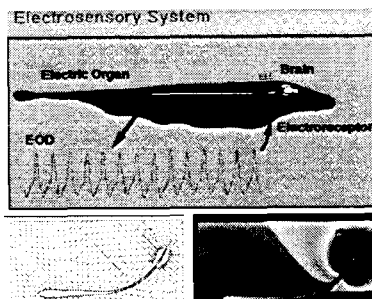
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Goal

Use information processing techniques derived from biology to enhance and/or add sensing capabilities

Benefits

Expanding spacecraft science and engineering/navigation sensing options and increasing sensitivities and resource use efficiency



Features

Very high sensor sensitivities even with poor individual detectors and in the presence of significant noise

Potential

Highly efficient sensing systems approaching theoretical limits of sensitivity

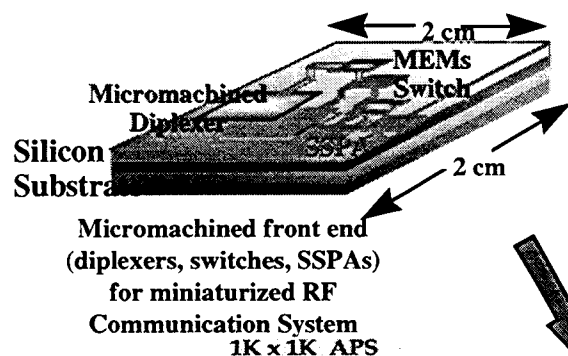
Challenges

Understanding biological processing techniques and applying the techniques to important applications

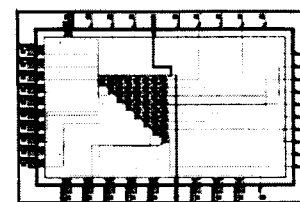
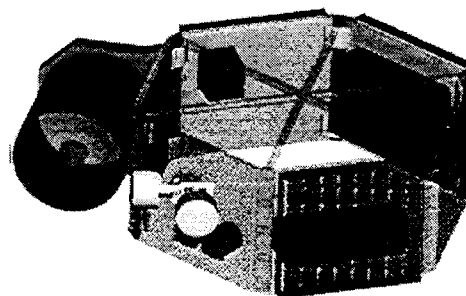


Systems on a Chip

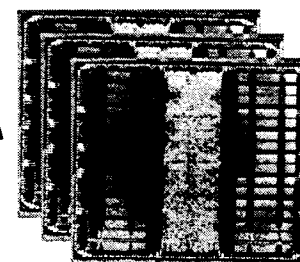
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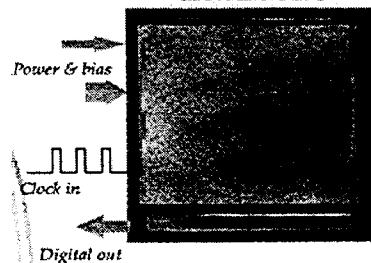
X2000 First Delivery: ~10,000cc, ~60 kg, ~150W



Ultra Low Power
architecture and devices



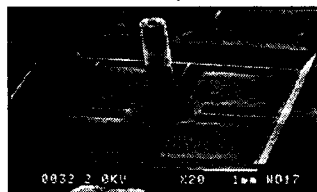
Processor in memory:
Multiple CPU per chip
with DRAM, SRAM,
NVRAM, BIST, Fault
Tolerance



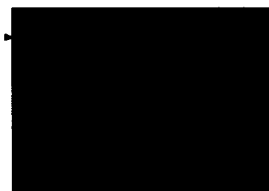
Active Pixel Sensors for low
power optical comm. and
advanced Star Trackers



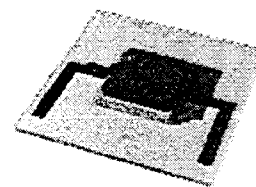
Thin film microtransformers
and passive components for
miniaturized Power
Management and Distribution
System



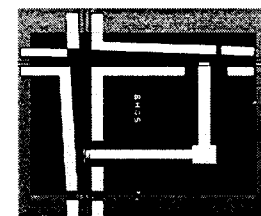
Micromechanical Inertial
Reference System for
miniaturized Guidance
and Navigation System



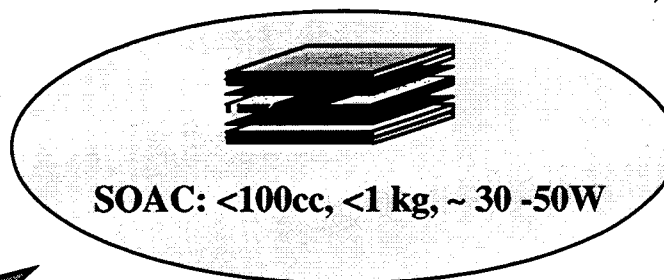
Thermoelectric thin film
coolers for advanced
thermal control



Thin film batteries for
on
chip power storage



High bandwidth, low
power, optoelectronic
switch for high speed
optical bus

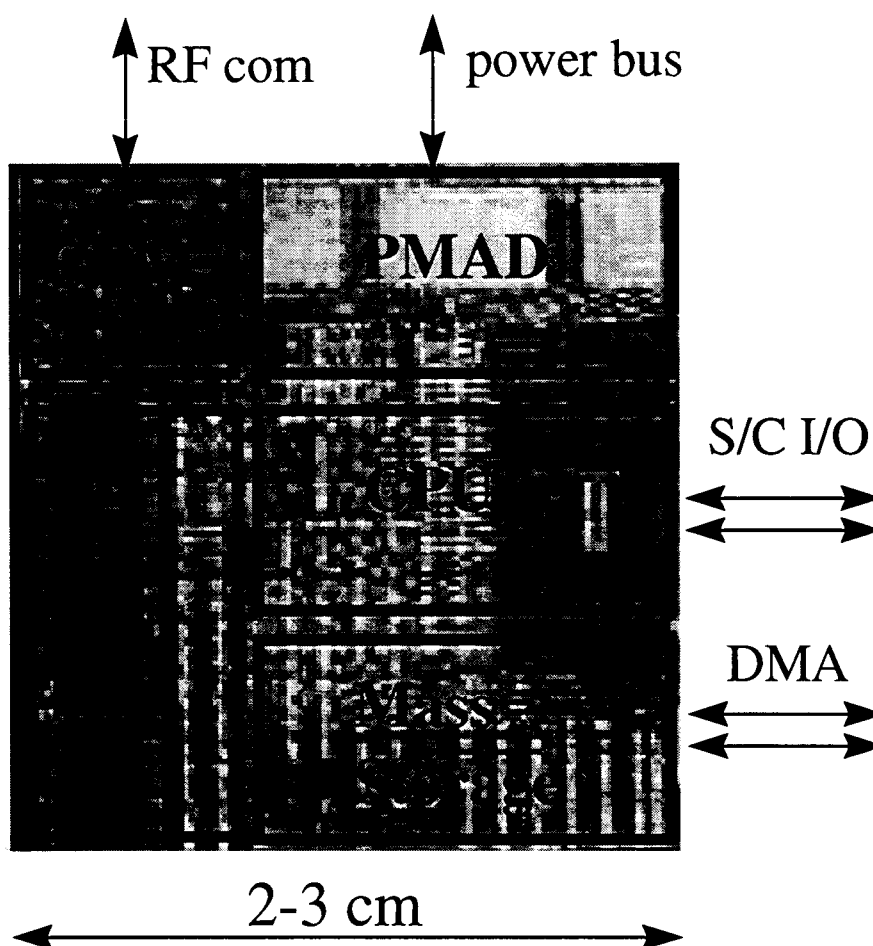




SOAC Vision

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- Definition:
 - Highly capable, autonomous avionics system which includes CPU, mass memory, power management and distribution, telecomm, and sensors; all integrated into a single monolithic unit.
- Benefits:
 - Volume/Mass reduction
 - Improved performance and reliability
 - Power reduction
- Applications:
 - Spacecraft
 - Micro Spacecraft
 - Science Craft
 - Micro Probe
 - Aerobots
 - Micro and Nano Rovers
 - Biomorphic Explorers





SOAC - Design, Fab, and Test

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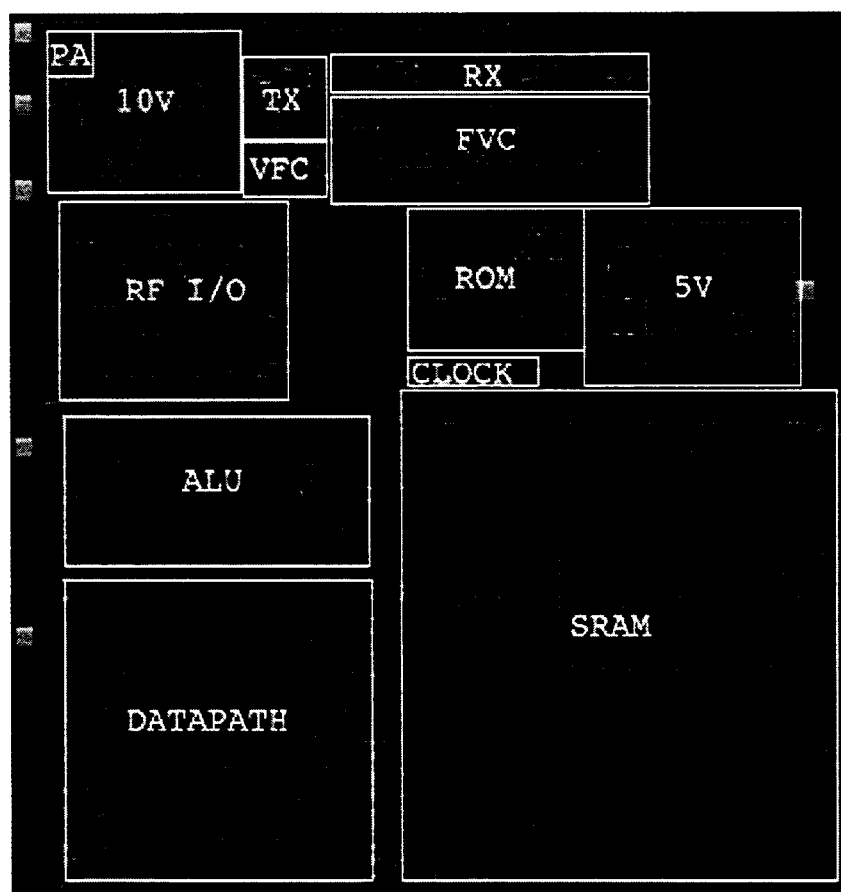
The Pathfinder system on a chip was selected for multiproject Darpa run at MIT Lincoln Lab as a collaborative effort between U. Illinois-Chicago and SOAC/CISM.

Chip architecture:

- 50 MHz, 8-bit RISC CPU
- 256-kByte SRAM
- RF I/O control
- UHF transceiver
- on-chip power management and regulation
- on-chip clock generation

Technology:

- already fabricated using MOSIS AMI process: 1.2 um bulk n-well CMOS
- will be fabricated using 0.25 um SOI CMOS in FY'98, 0.18 um in FY'99 in collaboration with LL, Darpa, and industry.



University of Illinois-Chicago UIC chip